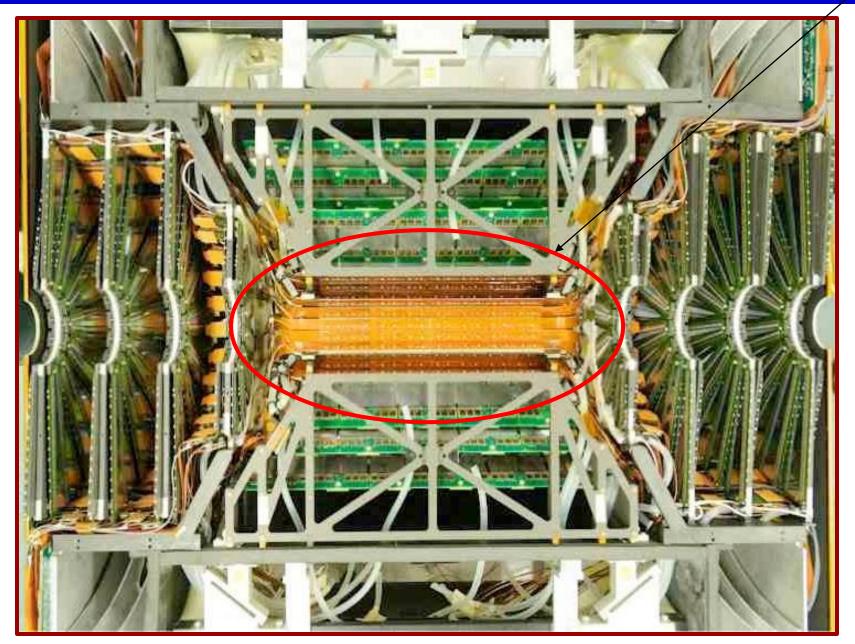




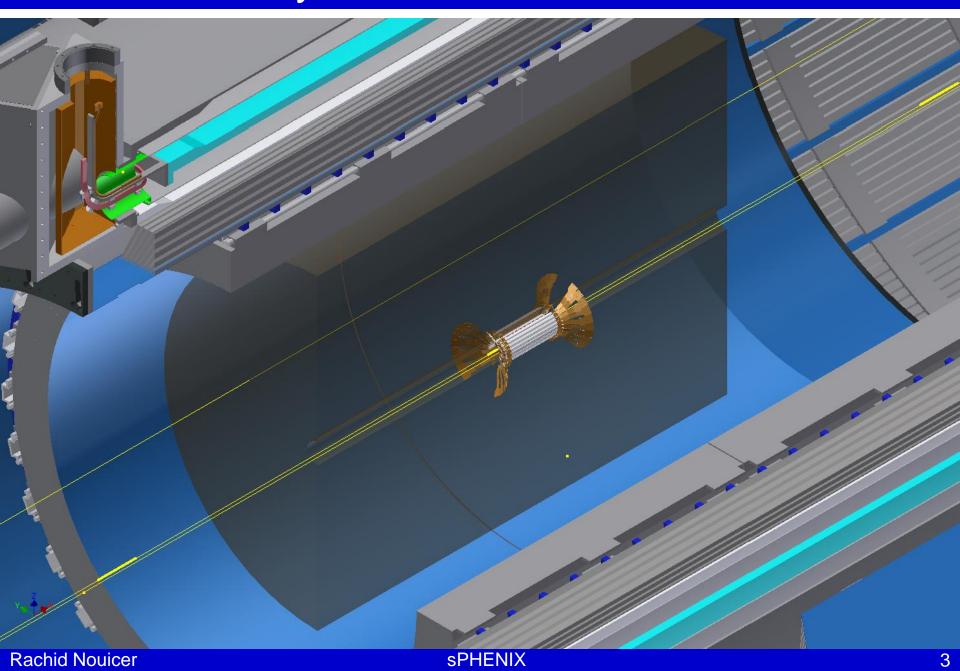
Integration of the Silicon Pixels into sPHENIX

Rachid Nouicer
Richard Ruggiero and Chris Pontieri
BNL

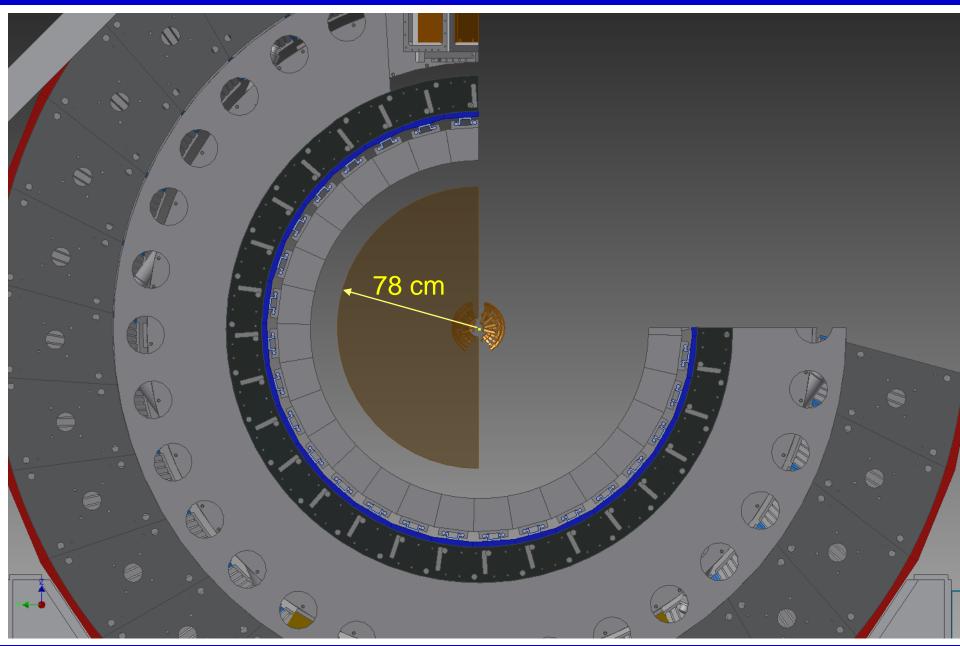
How to integrate Silicon Pixels into sPHENIX?



Pixels layers P0 and P1 in sPHENIX

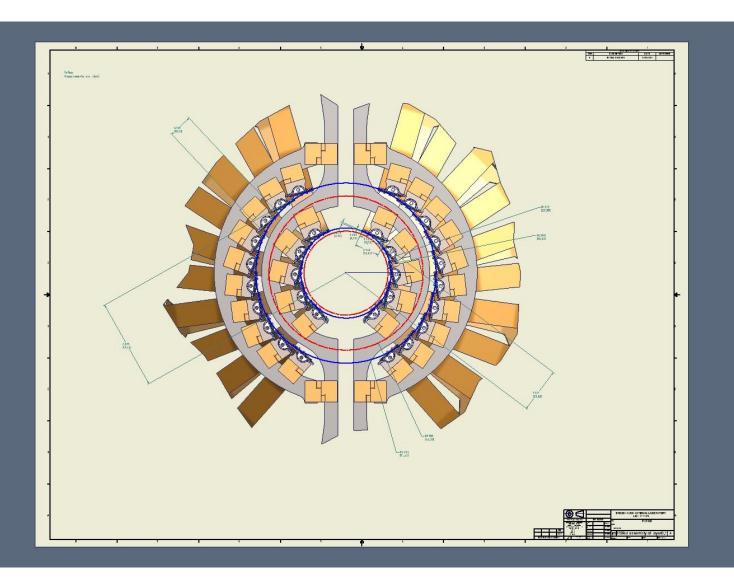


Tracking Envelop in sPHENIX: 78 cm



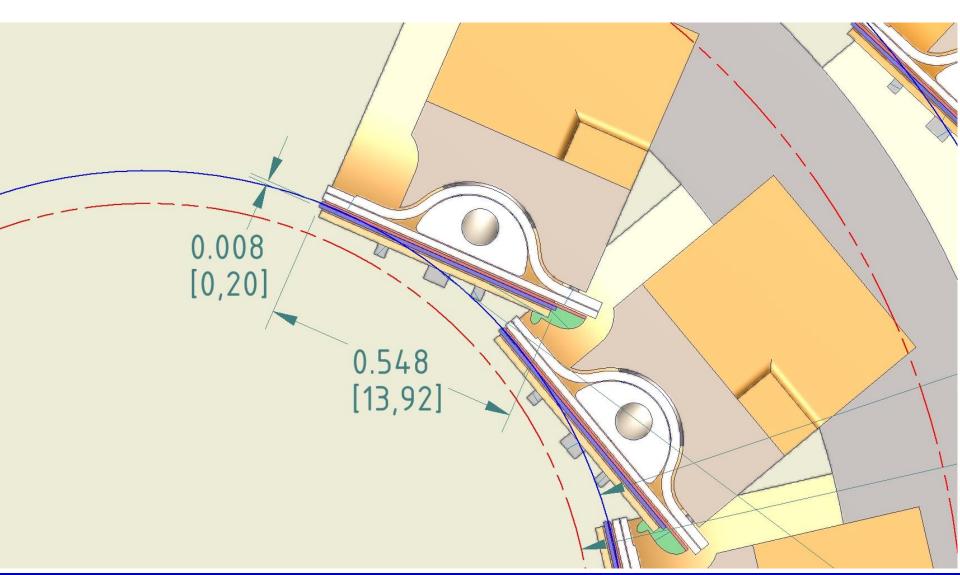
To do List

➤ How many ladders are needed for P0 and P1 to have full coverage in sPHENIX?



To do List

➤ How many ladders are needed for P0 and P1 to have full coverage in sPHENIX?

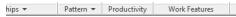


To do List

➤ How many ladders are needed for P0 and P1 to have full coverage in sPHENIX?

Note: Barrels configurations (P0 and P1) should include everything:

- Full Ladder configuration (chips, sensor...)
- CFC for cooling and ladder support
- Readout bus

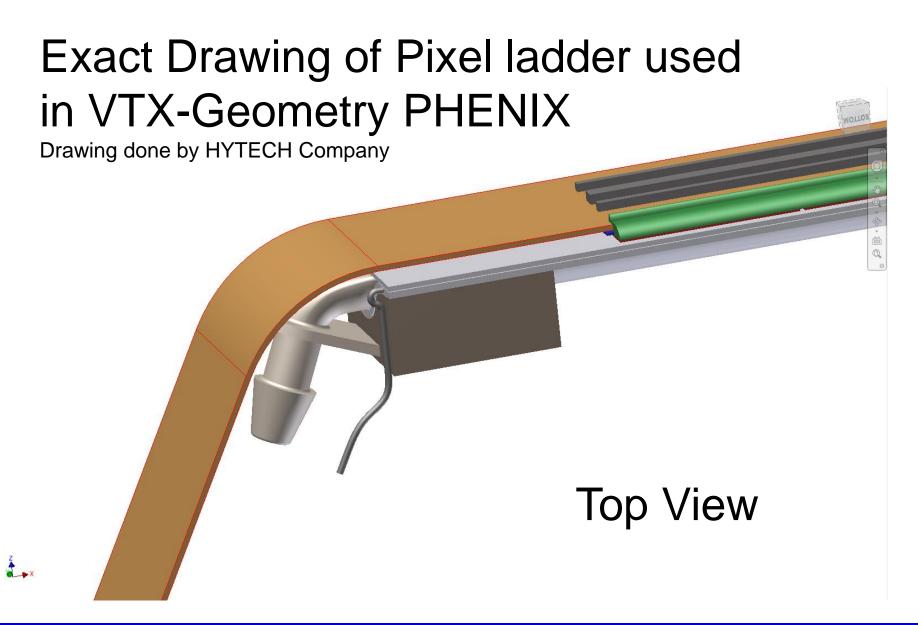


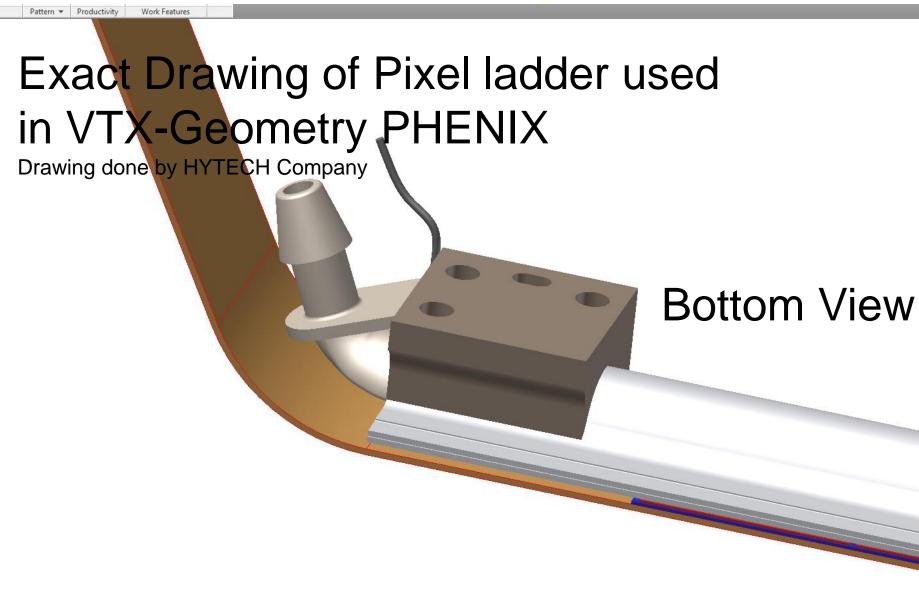
Exact Drawing of Pixel ladder used in VTX-Geometry PHENIX

Drawing done by HYTECH Company

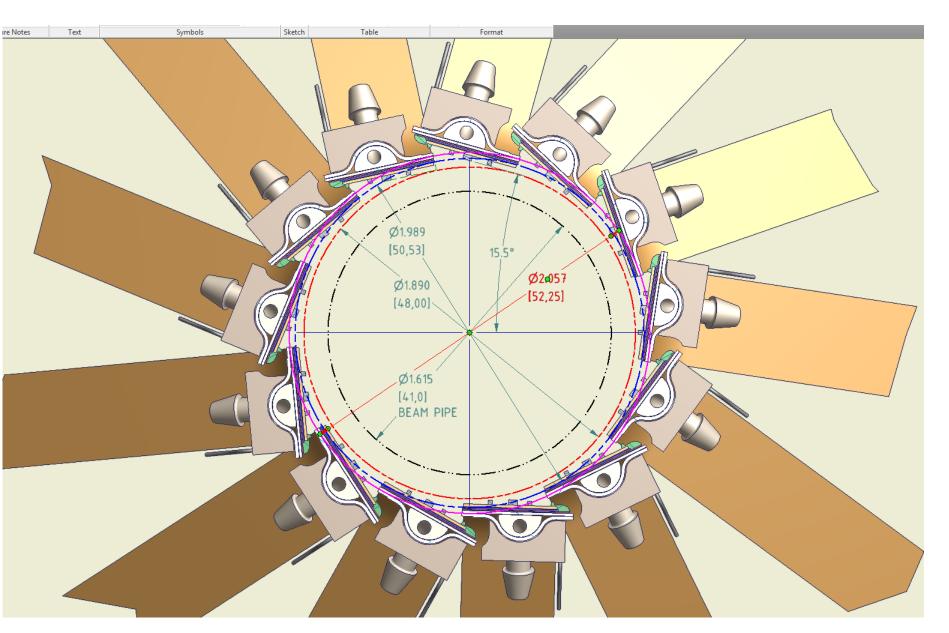


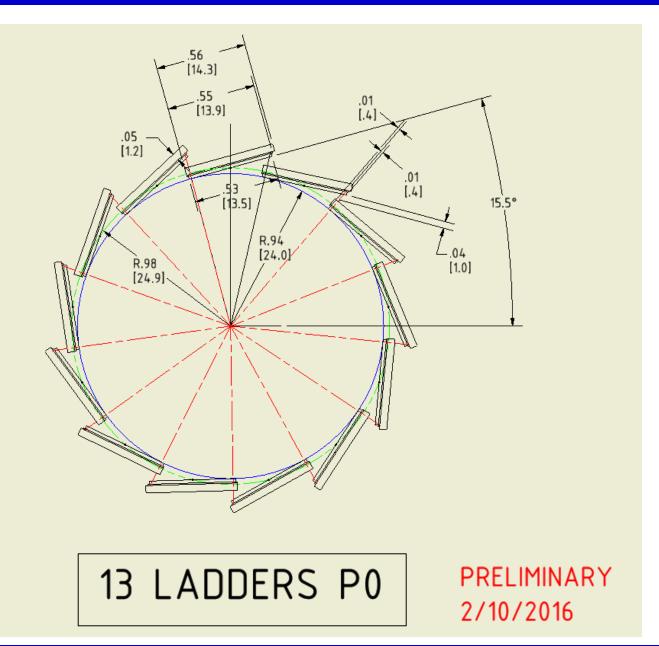
Back to the Drawing Board.





➤ How many ladders are needed for P0 to have full coverage in sPHENIX?





Full coverage in sPHENIX

- How many ladders are needed for P0?
 - Answer: 13 ladders

- What the radius r₀ (P0) to the center of the sensor?
 - Answer: r_0 (P0) = 2.613 cm (Four significant figures)
- Tilt angle of each ladder is 15.5 degrees

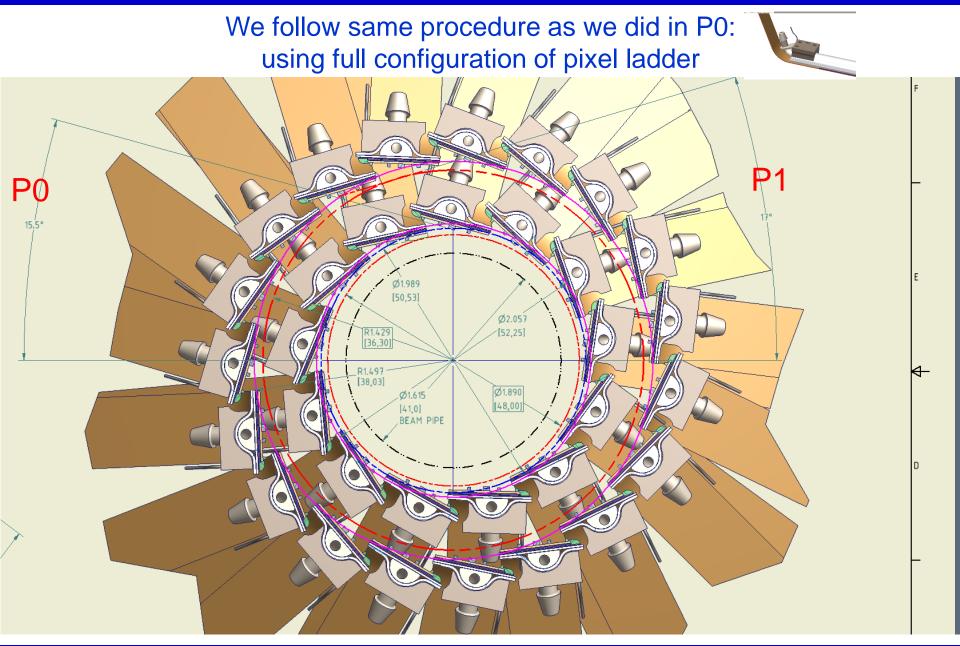
What about P1 barrel?

- How many ladders are needed for P1?

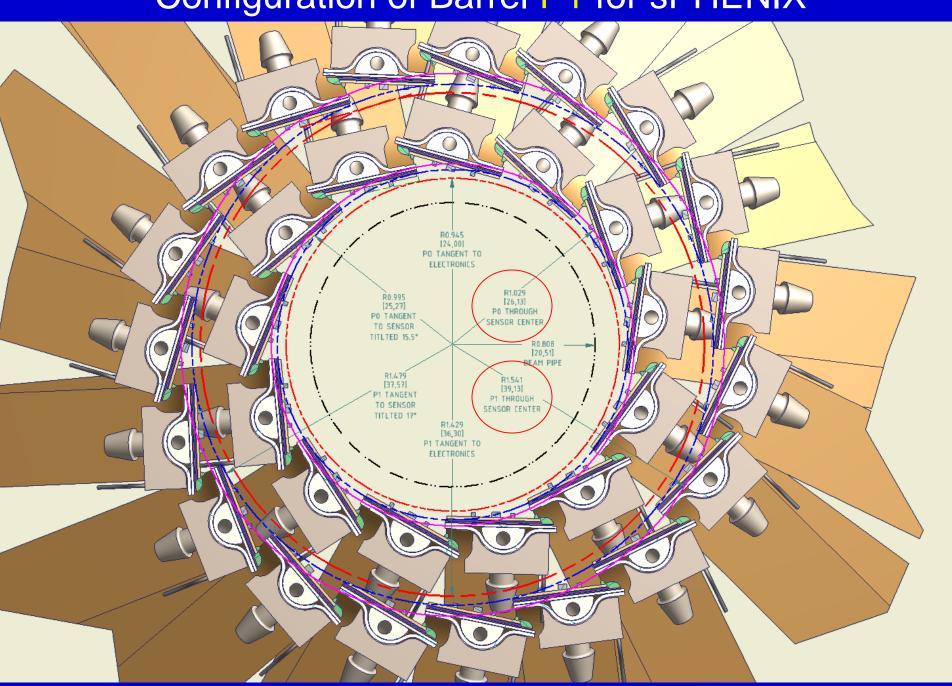
- What the radius r_1 (P1)?

for full coverage in sPHENIX?

Configuration of Barrel P1 for sPHENIX



Configuration of Barrel P1 for sPHENIX



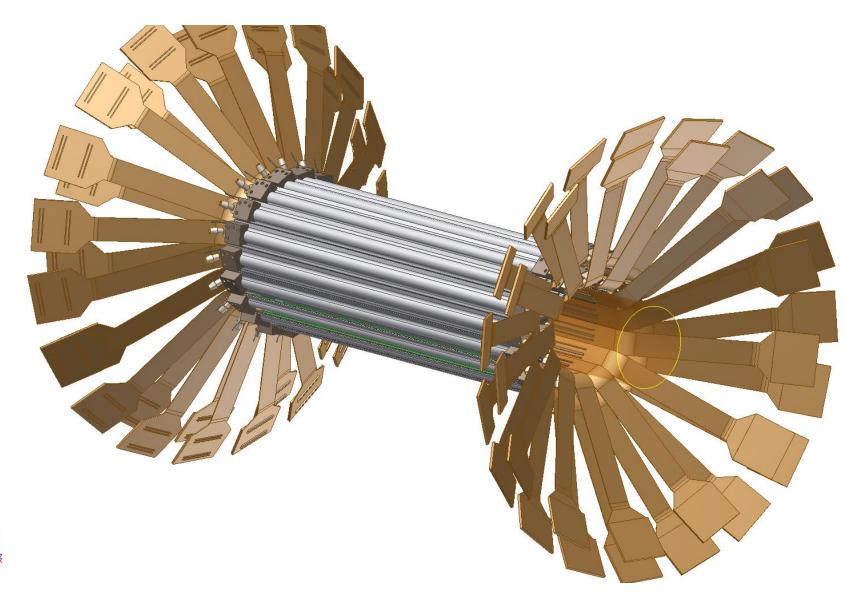
Full coverage in sPHENIX

- How many ladders are needed for P1?
 - Answer: 19 ladders

- What the radius r_1 (P1) to the center of the sensor?
 - Answer: r_1 (P1) = 3.913 cm (Four significant figures)

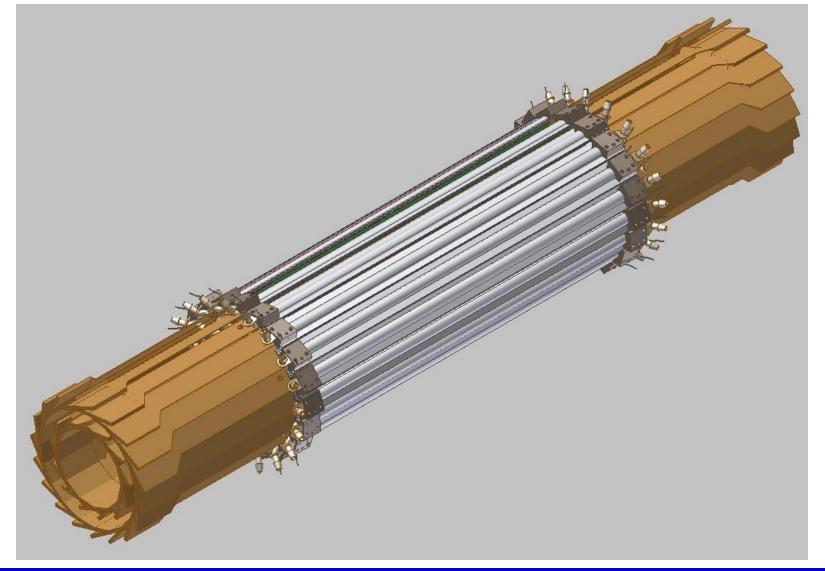
Tilt angle of each ladder is 17.0 degrees

P0 and P1 Barrels (2π coverage)



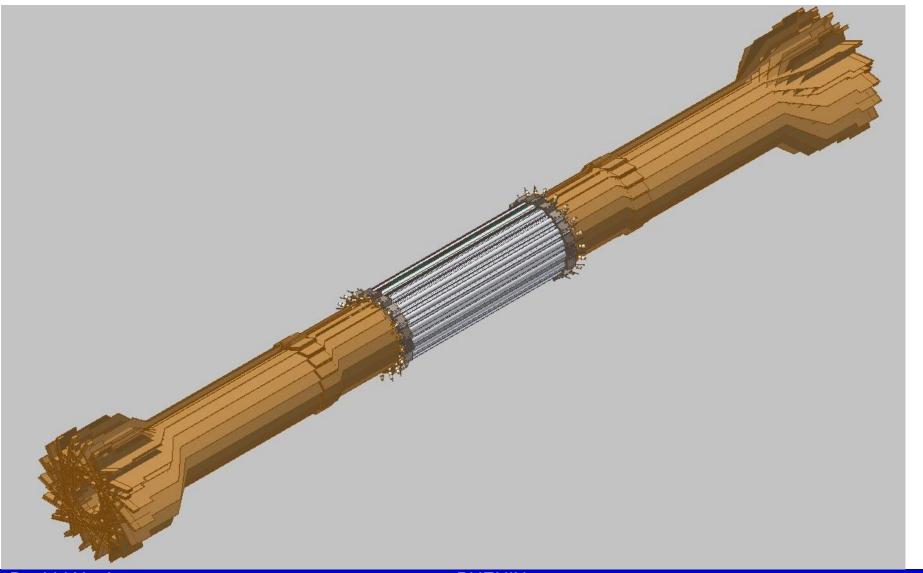
P0 and P1 Barrels (2π coverage)

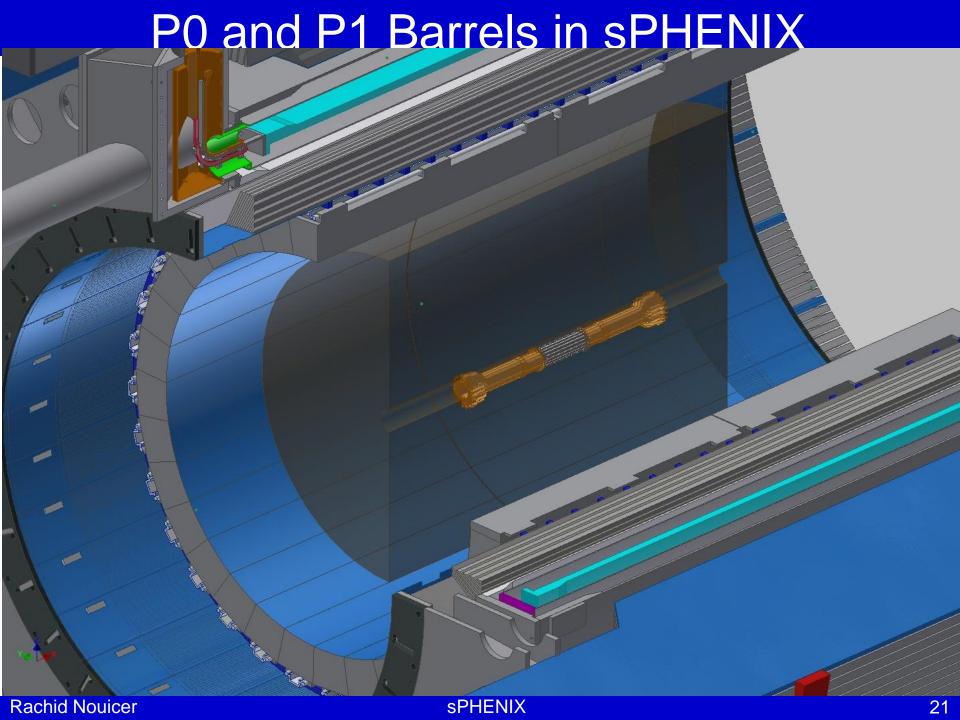
Bus cables around beam pipe



P0 and P1 Barrels (2π coverage)

Adding Bus Extender cables





Conclusion

Integration of

P0 and P1 Pixel barrels in sPHENIX

is done.

Note: This information needs to be implemented in sPHENIX's Geant to ensure that physics goals are the same (or better) with these new configurations (P0 and P1).